

FIG. 1

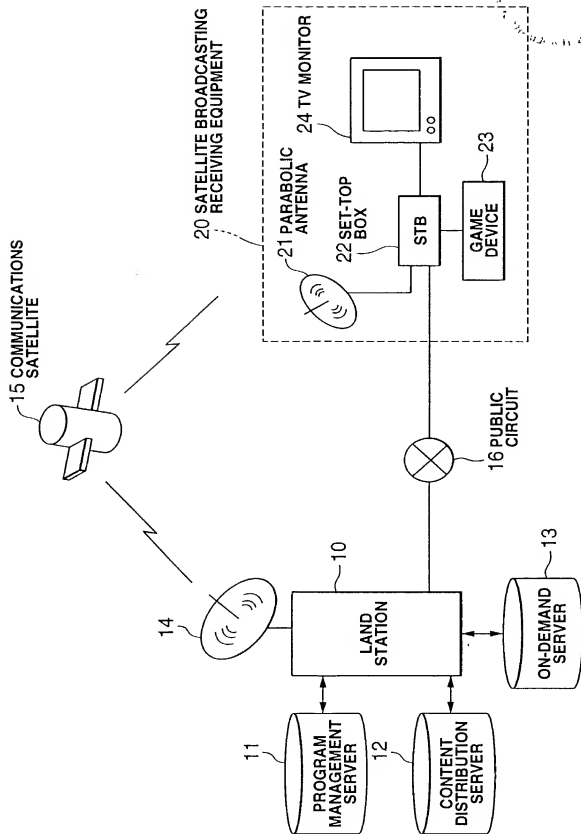


FIG. 2

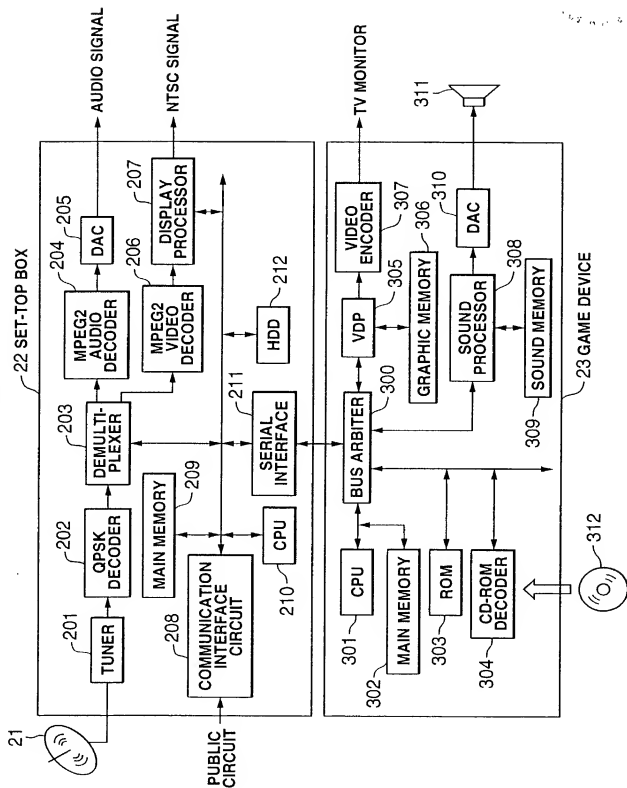


FIG.3

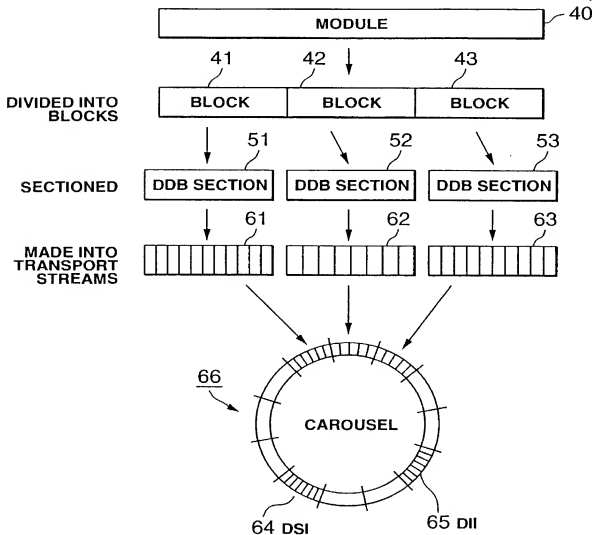


FIG.4

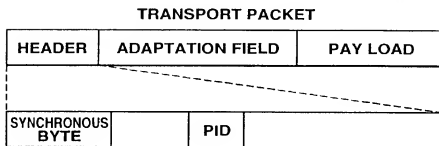


FIG.5

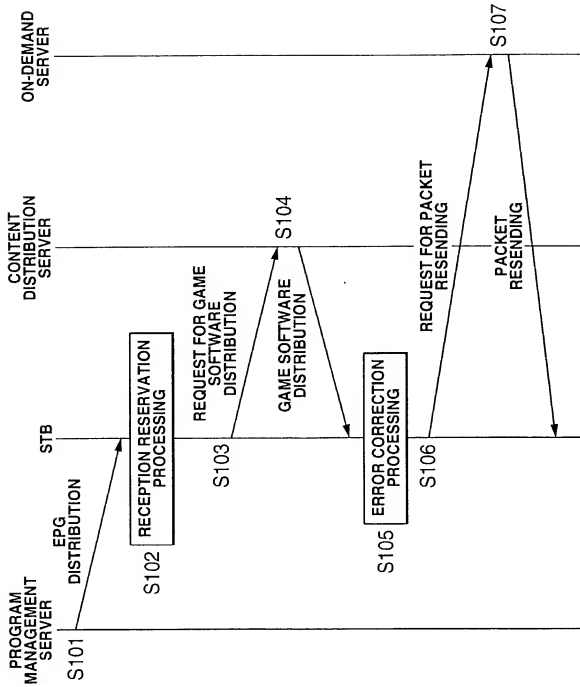




FIG.6

--- RALLY 2		JANUARY 28, 4:50-5:00		31
CORRESPONDING MODULE ---	GAME INTRODUCTION, 1 TO 2 PLAYER RACING GAME	PRODUCTION COMPANY --- Co., LTD.		
--- ADVENTURE		DECEMBER 23, 15:00-15:30		32
CORRESPONDING MODULE ---	GAME INTRODUCTION, 1 PLAYER ACTION GAME	PRODUCTION COMPANY --- Co., LTD.		
--- FIGHTER		NOVEMBER 27, 3:15-3:20		33
CORRESPONDING MODULE ---	GAME INTRODUCTION, 1 TO 2 PLAYER COMPETITIVE FIGHTING GAME	PRODUCTION COMPANY --- Co., LTD.		

FIG.7

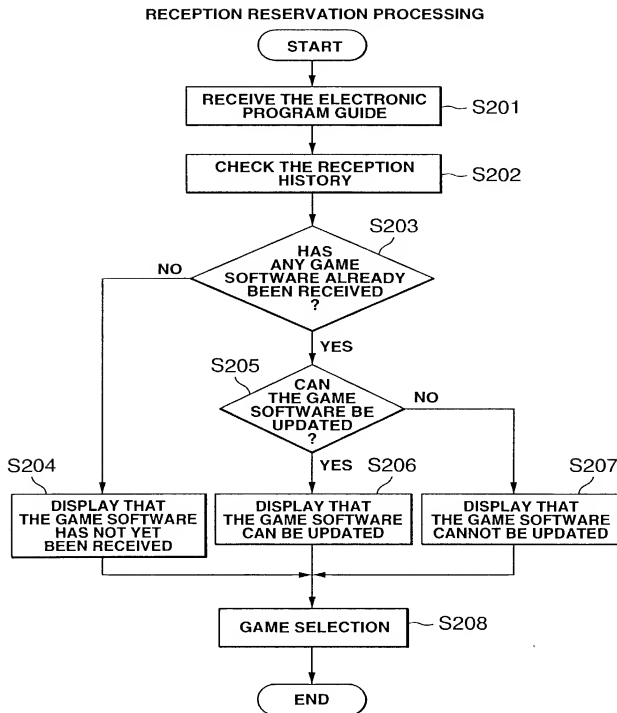
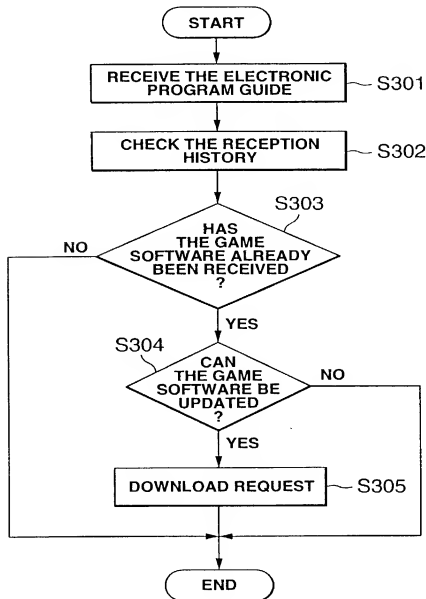


FIG. 8**RECEPTION RESERVATION PROCESSING**

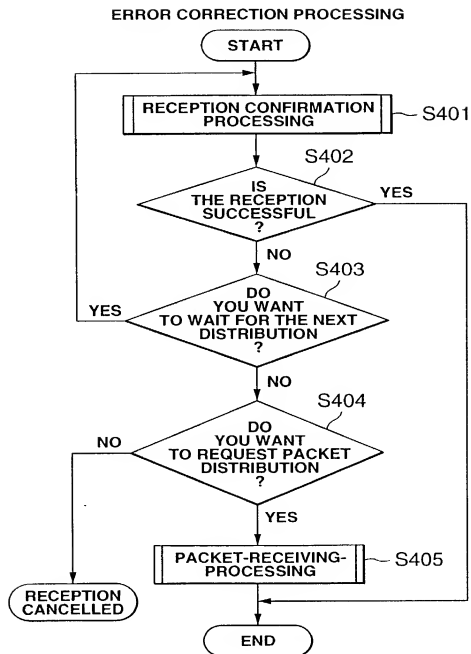
**FIG.9**

FIG.10

RECEPTION CONFIRMATION PROCESSING

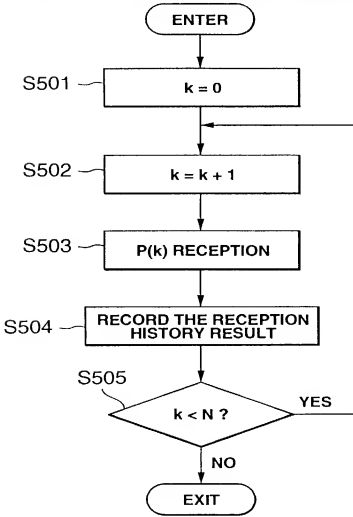
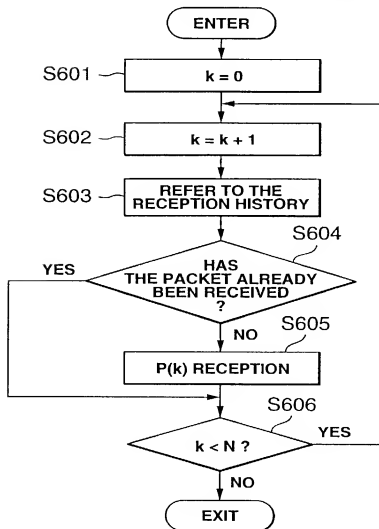


FIG.11**PACKET-RECEIVING-PROCESSING****FIG.12**

PACKET	RECEPTION RESULT
P(1)	○
P(2)	○
P(3)	×
⋮	⋮
P(N)	○

FIG.13

